

ReflectiveItem



```
graph BT; Shader[Shader] --> ReflectiveItem[ReflectiveItem]
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box labeled 'Shader'. A blue arrow points vertically upwards from the top center of the 'Shader' box to the bottom center of a white rectangular box labeled 'ReflectiveItem' at the top.

Shader